

AMENDMENTS TO THE CLAIMS

The following listing of claims replaces all previous listings and versions of claims in this application.

1. (Cancelled)

2 - 3. (Cancelled)

4. (Previously Presented) A method as recited in claim 63 further comprising providing an editing tool for at least one participant to modify the dynamic rich media objects.

5. (Cancelled)

6. (Cancelled)

7 - 9. (Cancelled)

10. (Previously Presented) A method as recited in claim 63, wherein the storing comprises storing object attributes in XML for a plurality of the dynamic rich media objects.

11. (Cancelled)

12. (Previously Presented) A method as recited in claim 63 wherein each dynamic rich media object includes a start time and stop time for that dynamic rich media object.

13. (Previously Presented) A method as recited in claim 63 wherein the rich media presentation includes at least one dynamic rich media object selected from a plurality of dynamic rich media objects that differ from each other only in their format characteristics.

14. (Previously Presented) A method as recited in claim 13 wherein the dynamic rich media_objects have format characteristics that include at least player type and bandwidth.

15. (Previously Presented) A method as recited in claim 63 wherein the rich media presentation includes at least one dynamic rich media object selected based on participant profiling.

16. (Previously Presented) A method as recited in claim 15, in which participant profiling includes permission levels.

17. (Previously Presented) A method as recited in claim 15, in which participant profiling includes system attributes.

18. (Previously Presented) A method as recited in claim 17, in which system attributes are selected from the group comprising bandwidth and player type.

19 -22 (Cancelled)

23. (Previously Presented) A method as recited in claim 63 further comprising providing a search engine for searching the attribute fields of the dynamic rich media objects associated with the rich media presentation.

24. (Cancelled)

25. (Previously Presented) A method as recited in claim 63 wherein the participant input field stores information in a form of a quiz response.

26. (Previously Presented) A system as recited in claim 64 wherein the server is configured to provide an editing tool for at least one participant to modify the dynamic rich media objects.

27. (Cancelled)

28. (Previously Presented) A system as recited in claim 64, wherein the server is configured to store object attributes in XML for a plurality of the dynamic rich media objects.

29. (Cancelled)

30. (Previously Presented) A system as recited in claim 64 wherein each dynamic object includes a start time and stop time for that dynamic rich media object.

31. (Previously Presented) A system as recited in claim 64 wherein the server stores the rich media presentation includes at least one dynamic rich media object selected from a plurality of dynamic rich media objects that differ from each other only in their format characteristics.

32. (Previously Presented) A system as recited in claim 31 wherein the dynamic rich media objects have format characteristics that include at least player type and bandwidth.

33. (Previously Presented) A system as recited in claim 64 wherein the rich media presentation includes at least one dynamic rich media object selected based on participant profiling.

34. (Previously Presented) A system as recited in claim 33, in which participant profiling includes permission levels.

35. (Previously Presented) A system as recited in claim 33, in which participant profiling includes system attributes.

36. (Previously Presented) A system as recited in claim 35, in which participant attributes are selected from the group comprising bandwidth and player type.

37 - 40 (Cancelled)

41. (Previously Presented) A system as recited in claim 64 wherein the server is configured to provide a search engine for searching the attribute field of the dynamic rich media objects associated with the rich media presentation.

42. (Cancelled)

43. (Previously Presented) A system as recited in claim 64 wherein the participant input field stores information in a form of a quiz response.

44. (Cancelled)

45. (Previously Presented) A computer-readable medium as recited in claim 65 wherein the process further comprising providing an editing tool for at least one participant to modify the dynamic rich media objects.

46. (Cancelled)

47. (Previously Presented) A computer-readable medium as recited in claim 65, wherein the storing comprises storing object attributes in XML for a plurality of the dynamic rich media objects.

48. (Cancelled).

49. (Previously Presented) A computer-readable medium as recited in claim 65 wherein each dynamic rich media object includes a start time and stop time for that dynamic rich media object.

50. (Previously Presented) A computer-readable medium as recited in claim 65 wherein the rich media presentation includes at least one dynamic rich media object selected from a plurality of dynamic rich media objects that differ from each other only in their format characteristics.

51. (Previously Presented) A computer-readable medium as recited in claim 50 wherein the dynamic rich media objects have format characteristics that include at least player type and bandwidth.

52. (Previously Presented) A computer-readable medium as recited in claim 65 wherein the rich media presentation includes at least one dynamic rich media object selected based on participant profiling.

53. (Previously Presented) A computer-readable medium as recited in claim 52, in which participant profiling includes permission levels.

54. (Previously Presented) A computer-readable medium as recited in claim 53, in which participant profiling includes system attributes.

55. (Previously Presented) A computer-readable medium as recited in claim 54, in which participant attributes are selected from the group comprising bandwidth and player type.

56 - 59 (Cancelled)

60. (Previously Presented) A computer-readable medium as recited in claim 65 wherein the process further comprising providing a search engine for searching the attributes of the dynamic rich media objects associated with the rich media presentation.

61. (Cancelled)

62. (Currently Amended) A computer-readable medium as recited in claim 65 wherein the participant input field stores information is in a form of a quiz response.

63. (Currently Amended) A method for sharing multimedia presentations among a group of participants, comprising:

providing rich media files comprising a plurality of different types of rich media;

storing the rich media files in a searchable database as dynamic rich media objects that are defined in accordance with an object data model having a plurality of predefined object attribute fields for rich media presentations, wherein the object data model supports a plurality of queries used to search and retrieve stored dynamic rich media objects based on data contents of the ~~comprises~~ [[a]] plurality of predefined object attribute fields for each dynamic rich media object, wherein the predefined object attribute fields are defined to include including:

an object identifier field for storing an object identifier that identifies a corresponding dynamic rich media object,

a start-time field for storing a start time attribute for the corresponding dynamic rich media object;

a participant-access control permission key field for storing participant-access control permission keys for the corresponding dynamic rich media object;

one or more participant-progress tracking fields that store a tracking attribute that identifies a participant's personal progress in viewing the corresponding dynamic rich media object ~~track participant progress with respect to one or more dynamic rich media object,~~ and

one or more participant input fields that store participant inputs that are received in response to participant interaction with the corresponding ~~one or more of~~ dynamic rich media object~~[[s]]~~;

creating a rich media presentation by associating a group of the dynamic rich media objects with an identifier for the presentation and one or more participant access control permission keys;

providing ~~an~~ a participant interface for selectively requesting to view the presentation, and for receiving input from a participant in the group in connection with one or more dynamic rich media objects when presented to the participant as part of the presentation;

in response to a request to view the presentation, assembling a plurality of the dynamic rich media objects in real time on a server so that the dynamic rich media objects are ~~synchronized~~ displayed on the basis of the start-time attribute of each dynamic rich media object in order to distribute to a requesting participant a version of the rich media presentation that dynamically varies ~~as a function of~~ in response to the participant-access control-and-object permission keys and ~~of one or more participant-progress~~ tracking attributes related to the requesting participant; and

storing participant-progress tracking and participant input ~~attributes~~ in the database when the requesting participant has viewed at least a portion of one or more of the dynamic rich media objects in the presentation.

64. (Currently Amended) A system for delivering presentations to network connected participants of the presentation, comprising:

a server configured to:

receive rich media files comprising a plurality of different types of rich media

store the rich media files in a searchable database as dynamic rich media objects that are defined in accordance with an object data model having a plurality of predefined object attribute fields for rich media presentations, wherein the object data model supports a plurality of queries used to search and retrieve stored dynamic rich media objects based on data contents of the ~~comprises~~ [[a]] plurality of predefined object attribute fields for each dynamic rich media, wherein the predefined object attribute fields are defined to include ~~including~~:

an object identifier field for storing an object identifier that identifies a corresponding dynamic rich media object,
 a start-time field for storing a start time attribute for the corresponding dynamic rich media object;
 a participant-access control permission key field for storing participant-access control permission keys for the corresponding dynamic rich media object;
 one or more participant-progress tracking fields that store a tracking attribute that identifies a participant's personal progress in viewing the corresponding dynamic rich media object ~~track participant progress with respect to one or more dynamic rich media object~~, and
 one or more participant input fields that store participant inputs that are received in response to participant interaction with the corresponding one or more of the dynamic rich media object[[s]];

create a rich media presentation by associating a group of the dynamic rich media objects with an identifier for the presentation and one or more participant-access control permission keys;

provide ~~an~~ a participant interface for selectively requesting to view the presentation, and for receiving input from a participant in the group in connection with one or more dynamic rich media objects when presented to the participant as part of the presentation;

in response to a request to view the presentation, assemble a plurality of the dynamic rich media objects in real time so that the dynamic rich media objects are ~~synchronized~~ displayed on the basis of the start-time attribute of each dynamic rich media object in order to distribute to a requesting participant a version of the rich media presentation that dynamically varies ~~as a function of~~ in response to the participant-access control and object permission keys and of one or more participant-progress tracking attributes related to the requesting participant; and

store participant-progress tracking and participant inputs ~~attributes~~ in the database when the requesting participant has viewed at least a portion of one or more of the dynamic rich media objects in the presentation.

65. (Currently Amended) A computer-readable medium storing computer-executable process steps for sharing a rich media presentation among a group of participants, said process steps comprising steps for:

providing rich media files comprising a plurality of different types of rich media;

storing the rich media files in a searchable database as dynamic rich media objects that are defined in accordance with an object data model having a plurality of predefined object attribute fields for rich media presentations, wherein the object data model supports a plurality of queries used to search and retrieve stored dynamic rich media objects based on data contents of the ~~comprises~~ [[a]] plurality of predefined object attribute fields for each dynamic rich media object, wherein the predefined object attribute fields are defined to include including:

an object identifier field for storing an object identifier that identifies a corresponding dynamic rich media object,

a start-time field for storing a start time attribute for the corresponding dynamic rich media object;

a participant-access control permission key field for storing participant-access control permission keys for the corresponding dynamic rich media object;

one or more participant-progress tracking fields that store a tracking attribute that identifies a participant's personal progress in viewing the corresponding dynamic rich media object ~~track participant progress with respect to one or more dynamic rich media object,~~ and

one or more participant input fields that store participant inputs that are received in response to participant interaction with the corresponding one or more of dynamic rich media object[[s]]; creating a rich media presentation by associating a group of the dynamic rich media objects with an identifier for the presentation and one or more participant access control permission keys; providing ~~an~~ a participant interface for selectively requesting to view the presentation, and for receiving input from a participant in the group in connection with one or more dynamic rich media objects when presented to the participant as part of the presentation; in response to a request to view the presentation, assembling a plurality of the dynamic rich media objects in real time on a server so that the dynamic rich media objects are ~~synchronized~~ displayed on the basis of the start-time attribute of each dynamic rich media object in order to distribute to a requesting participant a version of the rich media presentation that dynamically varies ~~as a function of~~ in response to the participant-access control and object permission keys and ~~of~~ one or more participant-progress tracking attributes related to the requesting participant; and storing participant-progress tracking and participant input ~~attributes~~ in the database when the requesting participant has viewed at least a portion of one or more of the dynamic rich media objects in the presentation.

66. (Previously Presented) A method as recited in claim 63 further comprising generating a usage report based on the attributes of the dynamic objects of the rich media presentation.

67. (Previously Presented) A method as recited in claim 63 wherein the object attribute fields further comprises a quiz success status field.

68. (Previously Presented) A system as recited in claim 64 wherein the server is further configured to generate a usage report based on the attributes of the dynamic objects of the rich media presentation.
69. (Previously Presented) A system as recited in claim 64 wherein the object attribute fields further comprises a quiz success status field.
70. (Previously Presented) A computer readable medium as recited in claim 65 wherein the process further comprises generating a usage report based on the attributes of the dynamic objects of the rich media presentation.
71. (Previously Presented) A computer readable medium as recited in claim 65 wherein the object attribute fields further comprises a quiz success status field.